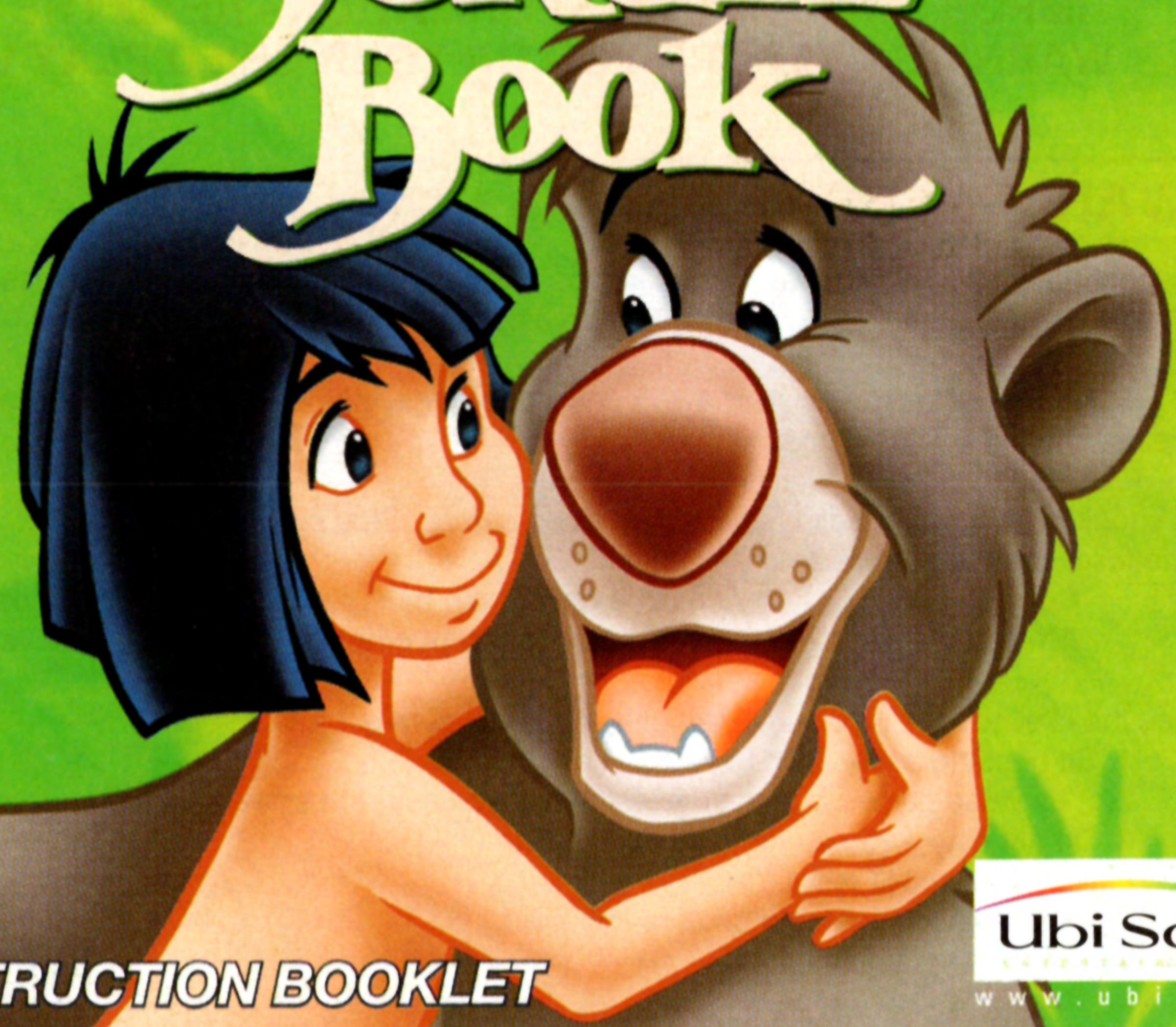


GAME BOY ADVANCE

WALT DISNEY'S

THE JUNGLE Book



INSTRUCTION BOOKLET

AGB-AJFE-USA

Ubi Soft
ENTERTAINMENT
www.ubi.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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THE MENUS



Choice of Language: From this screen, you can select one of nine possible languages: English, French, German, Italian, Dutch, Spanish, Norwegian, Swedish or Danish.

Main Menu: There are 4 options to choose from:

The Book: To start an adventure game.

The Pyramid: To start a puzzle game.

The Camera: To access the gallery.

The Cog Wheels: To access the options.



Options: The player can play the game with or without sound effects and music.

The bell is used to activate or deactivate the sound effects.

The trumpet is used to activate or deactivate the music.

The padlock allows the player to enter a password to resume a game that is already under way.



Gallery: The player can use the gallery to view pictures from the Jungle Book. To begin with, only one picture can be accessed. The rest have to be won by finding the statuettes hidden in the game levels. There is 1 picture to win per level, plus 1 final picture once all the others have been found.

THE CONTROLS

(ADVENTURE MODE)

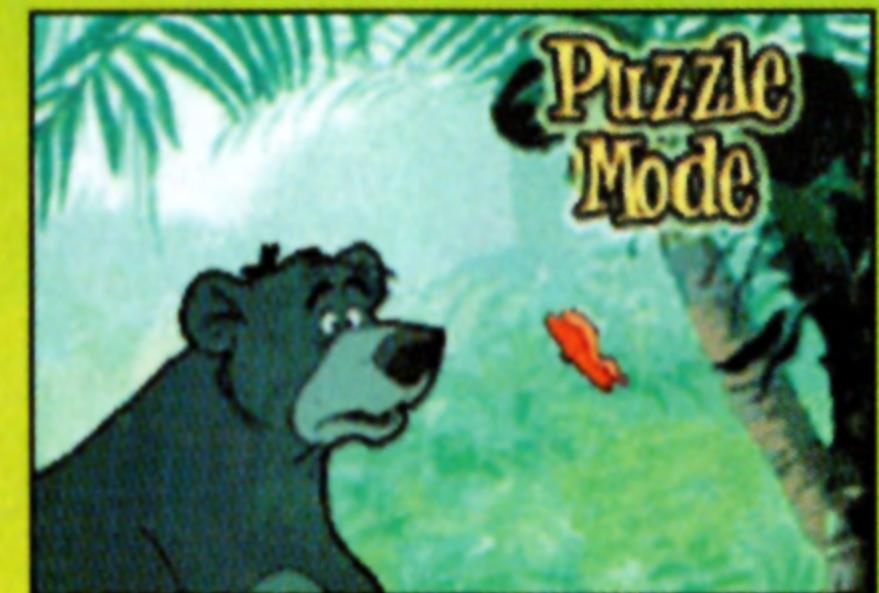


THE GAME

Game Modes

PUZZLE MODE

In this mode, the player can have fun purely by advancing through the different puzzles.



There are 2 modes of difficulty:

Easy Level: The player must get through 70 puzzles. Every 10 puzzles, the player accesses a “BOSS level.” If the player successfully completes the BOSS level, bonuses are awarded. There is no time limit on the puzzles.

Normal Level: The player must get through 112 puzzles. Every 16 puzzles, the player accesses a “BOSS level.” If the player successfully completes the BOSS level, bonuses are awarded. There is a time limit on the puzzles.



ADVENTURE MODE

In Adventure Mode, the player can control Mowgli through 6 game levels. The aim is to adventure through the jungle and eventually reach the man-village. To do this, Mowgli has to accumulate experience points by pitting himself against the animals of the jungle. After each level, Mowgli must then attempt a Boss challenge!

There are 2 modes of difficulty:

Easy Level: Mowgli gathers experience by “capturing” the jungle animals.

Normal Level: Mowgli gathers experience by confronting the jungle animals in a “puzzle” game. The player has to reconstruct the puzzle to beat his opponent, thereby earning experience.

THE LEVELS



MOWGLI'S TRAINING

Opponent Type:
Wolf Cubs
Boss: NONE



Level 1: THE JUNGLE

Opponent Type:
Butterflies & Bats
Boss: KAA



Level 2: THE SAVANNAH

Opponent Type:
Rhinoceroses & Bats
Boss: COLONEL HATHI



Level 3: THE RIVER

Opponent Type:
Parrots
Boss: BALOO



Level 4: THE TEMPLE

Opponent Type:
Monkeys and Bats
Boss: KING LOUIE



Level 5: THE SWAMP

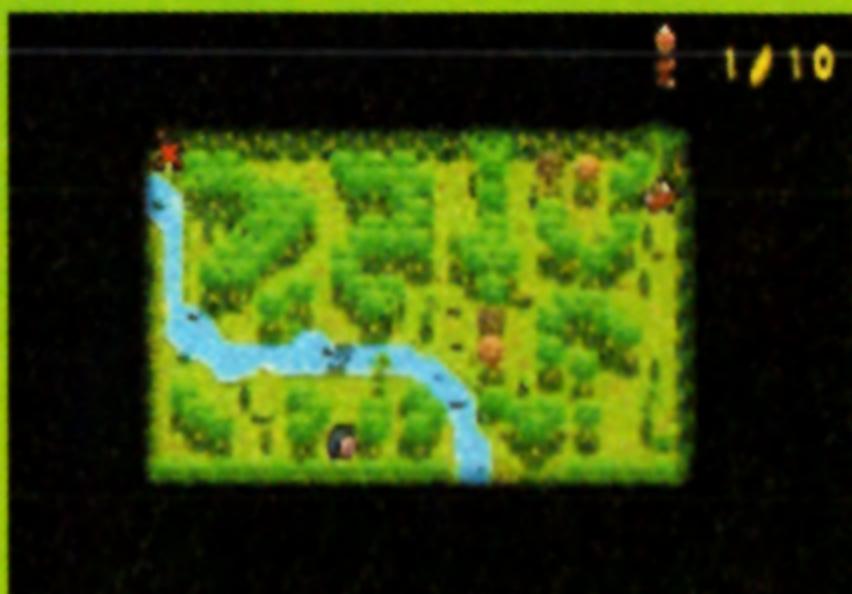
Opponent Type:
Hyenas
Bosses:
THE VULTURES



Level 6: SHERE KHAN'S LAIR

Opponent Type:
Warthogs and Spiders
Boss: SHERE KHAN

THE MAPS

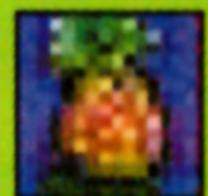


In the course of the adventure, the player can locate their position on the general map. This map can be accessed at any time by pressing SELECT. The player's position is represented by the icon of Mowgli's head. In the first levels, the positions of the Boss and certain objectives are also displayed. The number of statuettes to find is also indicated in the top right-hand corner of the screen.

NOTE: There are no maps in underground passageways.

THE BONUSES

During the game, Mowgli can pick up many bonuses that will help him in his adventure. The following bonuses in particular can be found:



Fruit - Fruit is Mowgli's energy. Each piece of fruit he collects adds a quarter heart to the energy gauge (in the top right-hand corner of the screen). If Mowgli loses all his hearts, the game is over.



The Hourglass - This bonus is useful when doing puzzles. It adds 10 seconds of time to the counter. The player should press the R Button to use it.



The Four-Leaf Clover - This bonus is useful when doing puzzles. The player automatically wins the puzzle if he uses it. Press the L Button to use it.



The Statuettes - Statuettes are objects to be collected. If Mowgli finds all the statuettes in a level, he will win the pictures in the gallery (they can be accessed from the Main Menu).



THE PUZZLES

The puzzles appear whenever Mowgli encounters a jungle animal (in NORMAL mode). If he succeeds, Mowgli picks up experience points, which he will need to continue the adventure. If he fails, Mowgli loses a heart.

The principle of each puzzle is to reconstruct the model (in the top left of the screen) by turning the pieces around using the A Button and the B Button. Bonuses collected in the course of the game can simplify the player's task. The hourglass adds time to the counter. The four-leaf clover allows you to win the puzzle automatically. Mowgli (in the bottom left-hand corner) reacts differently depending on how the puzzle is played.

THE BOSSES/MINI-GAMES

At the end of each level, Mowgli has to confront the Boss. Each Boss provides Mowgli with a test that he has to complete successfully in order to continue the adventure.

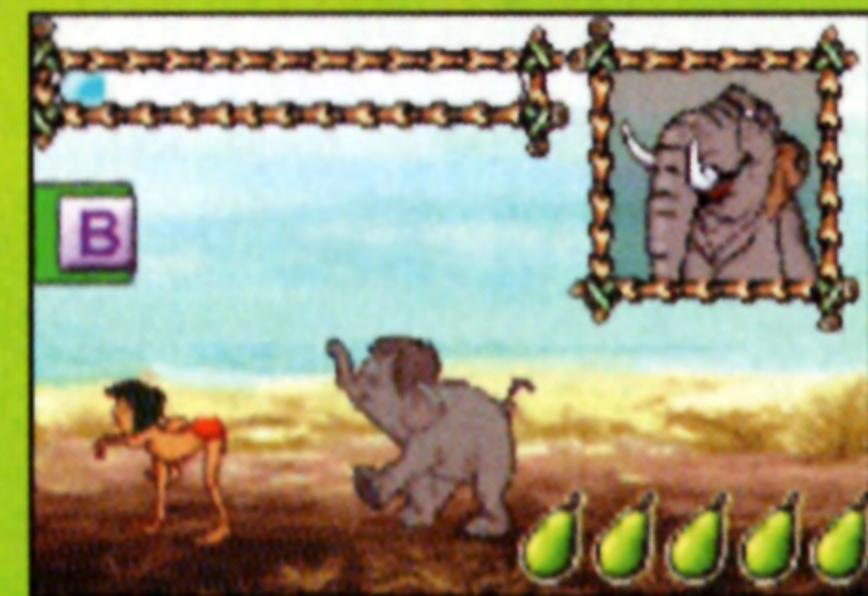


LEVEL 1 BOSS: KAA

Mowgli has to resist Kaa. To achieve this, the player must press the A Button and the B Button successively as quickly as possible. Kaa is beaten when the gauge reaches its maximum level. If the gauge empties completely, Mowgli bites into a pear, which restores some of his energy. If Mowgli loses all his pears, the game is lost.

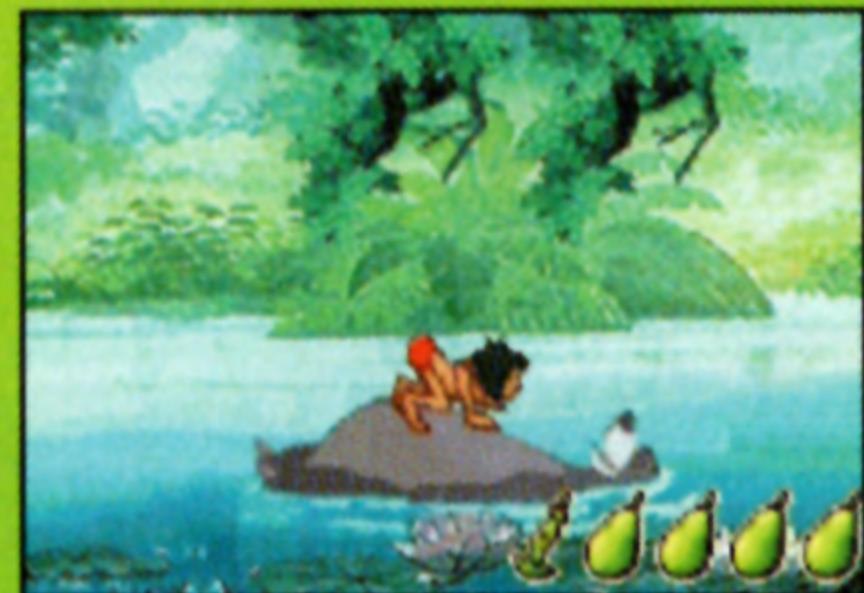
LEVEL 2 BOSS: COLONEL HATHI

Mowgli has to obey Colonel Hathi's orders. Each order is represented by a direction or by the A Button and the B Button. Mowgli must press the correct button at the right moment (when the sign appears in the frame). The number of pears represents the number of possible errors. If Mowgli loses all his pears, the game is over.



LEVEL 3 BOSS: BALOO

Mowgli has to cross the river on Baloo's belly. He must avoid the obstacles, which arise along the way. He can jump (A Button) and crouch (Control Pad Down) to avoid these obstacles. He loses one pear each time he touches an obstacle.



LEVEL 4 BOSS: KING LOUIE

Mowgli must perform the dance steps in accordance with King Louie's orders. Each dance step is represented by a direction or by the A Button and the B Button. Mowgli must press the correct button at the right moment (when the sign appears in the frame). The number of pears represents the number of possible errors.

LEVEL 5 BOSSSES: THE VULTURES

Mowgli must play at being a conductor. After memorizing the order of the sequence of vulture cries, he has to make them repeat the sequence in the correct order. The positions of the vultures correspond to the 4 directions (Control Pad Up, Control Pad Down, Control Pad Left and Control Pad Right).



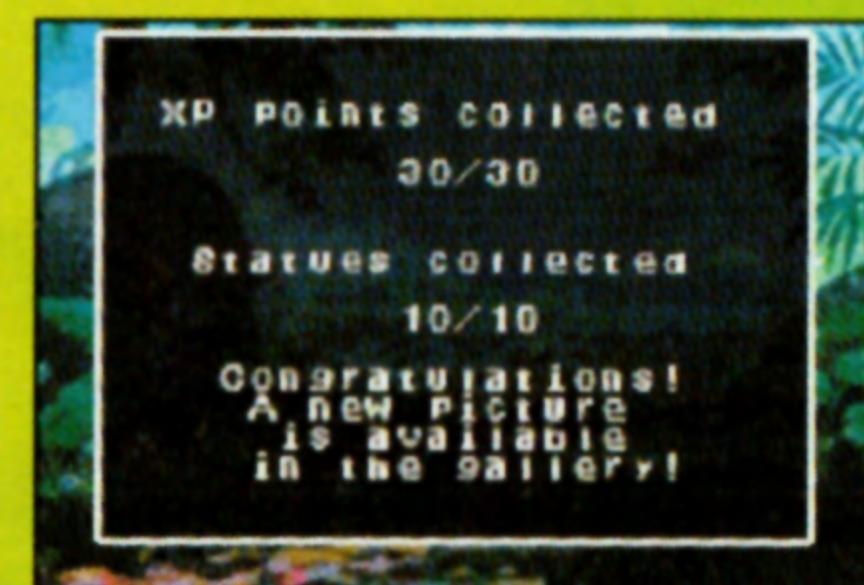


LEVEL 6 BOSS: SHERE KHAN

Mowgli has to escape from Shere Khan. He must avoid the obstacles that arise along the way. He can jump (A Button) and roll (Control Pad Down) to avoid the obstacles. If he is caught by Shere Khan, the game is lost.

THE SUMMARY SCREEN

When the Boss of the level has been defeated, the Summary Screen appears. This screen informs the player of the results recorded during the level. The total number of experience points and the number of statuettes collected are indicated on the screen. If the player has found all the statuettes, a message appears telling him he can access a new picture in the gallery.



THE PASSWORDS

The player is regularly presented with passwords during the game. Each password must be retained in order to resume the game later on.

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Special thanks to
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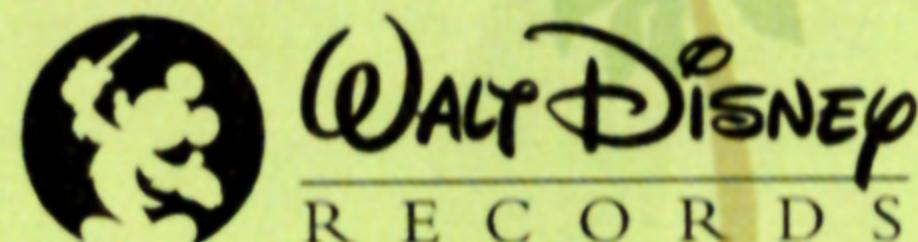
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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

Contact Us Over the Internet

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Contact Us by Email

For fastest response via email, please visit our website at:
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From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am-9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:
Ubi Soft Technical Support
3200 Gateway Centre Blvd.
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Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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If we determine a return or replacement is necessary:

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Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am—9pm (EST), M—F

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